

GAME BOY ADVANCE

AGB-B62E-USA



TRIPLE
THE FUN!
3 games
in one!



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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INTRODUCTION

Your favorite's are back! Three of the best known arcade classics from the 70's and 80's have been faithfully recreated for your Game Boy® Advance. Salute your roots by playing Millipede®, Super Breakout® and Lunar Lander®!

HISTORY

Millipede® History - A fast-paced, visually pleasing mix of fantasy and action made Millipede®, the sequel to Centipede® first appeared in 1982 and became a tremendous hit at the arcade. Adding more and varied insect enemies' ensured addictive and furious gameplay for fans of the original Centipede® arcade game.

Super Breakout® History - 1978 saw the appearance in the arcades of Super Breakout®. Retaining the basic ball-and-paddle design of its predecessor Breakout®, Super Breakout® added an extra twist. This time, your paddle was faced with rows of bricks that advanced towards you, and even up to three balls to contend with at the same time. The simple yet ingenious design caught on instantly.

Lunar Lander® History- Atari designer Howie Delman created the company's first vector graphic arcade game Lunar Lander® back in 1979, and introduced into the arcades the concept of the player being able to extend play by inserting more coins.

Lunar Lander® paved the way for future Atari vector graphic classics such as Asteroids®, Tempest® and Star Wars®



GETTING STARTED

Correctly insert the Millipede®, Super Breakout®, and Lunar Lander® Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

TITLE SCREEN



Press START from the Title Screen to begin the game.

MAIN MENU

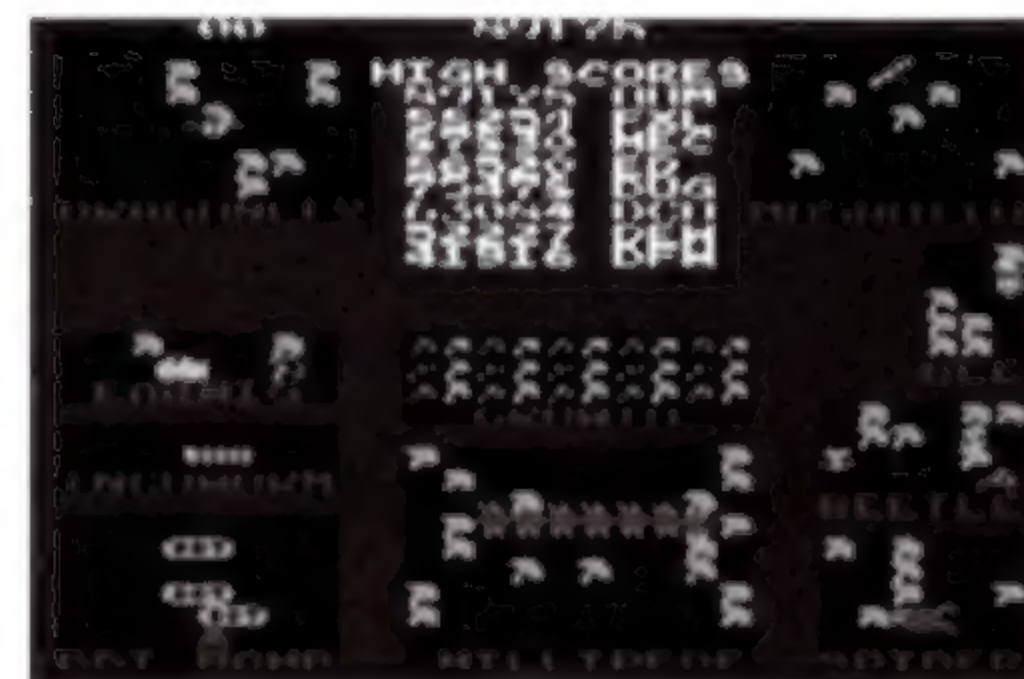
Millipede®, Super Breakout®, and Lunar Lander® are all readily accessible from the Main Menu.



MAIN MENU CONTROLS		ACTIONS
Control Pad Up		Move Up
Control Pad Down		Move Down
Control Pad Left		Move Left
Control Pad Right		Move Right
A Button		Select

MILLIPEDE®

Upon selection of Millipede® from the main menu, you are taken to the High Score screen where the high scores are displayed, along with the various insect enemies that feature within Millipede®.



Press START to continue.

MILLIPEDE® CONFIGURATION

The first thing you'll need to do is set the starting score for Millipede®. This sets the score that you start your game with, and as a result, the level that you begin at. The higher the starting score, the faster and harder the game is to begin with.

There are four starting scores to select from: 00, 15000, 30000 and 45000 with 00 being the easiest and 45000 the hardest



MILLIPEDE® CONFIGURATION PANEL

The starting score screen controls are as follows:

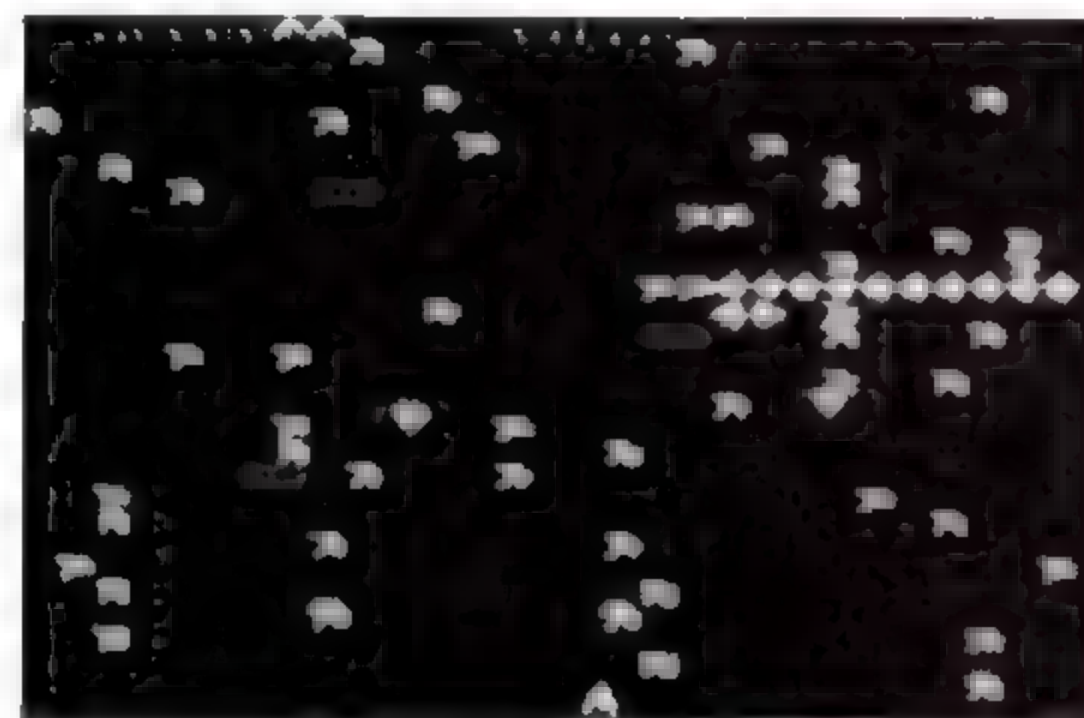
CONFIGURATION PANEL CONTROLS	ACTIONS
Control Pad Left	Change Selection
Control Pad Right	Change Selection
A Button	Select

After setting the starting score Millipede®, you're ready for some classic Millipede® arcade action.

MILLIPEDE® THE GAME

The aim of Millipede® is to blast the menacing insect into oblivion that continually moves from the top of the screen. Every time you shoot a part of the millipede, it splits into

multiple parts, causing further shoot 'em up confusion as the screen fills with multi-legged terror. To cause further problems, mushrooms serve as shields in between your bullets and the millipede. Oh, and did we mention the spiders that crawl around the bottom of the screen and make life even harder?



MILLIPEDE® THE GAME

The excitement begins as soon as your Archer appears. The first millipede begins its treacherous path through the mushroom field. The Archer can be moved up or down and side-to-side for maximum firing versatility. You must destroy mushrooms to get a clean shot at the millipede and other targets. When the millipede runs into a mushroom, it turns and moves down another row. If you hit one of the millipede segments, the millipede splits into two separate bodies and keeps coming. If the millipede, or any portion of it, reaches the bottom of the screen without being destroyed, it turns back and heads up the screen. To add increasing challenge, a spider moves across the screen in a random up and down pattern. The spider can destroy you as well as any mushrooms it passes over. The spider crawls very quickly later in the game so watch out.

Should you manage to shoot away most of the mushrooms near you, a flea will start bugging you. It drops straight down, creating mushrooms as it falls. Sometimes an earwig will scurry across the battlefield, poisoning every mushroom it touches. Poisoned mushrooms are a different color to the rest of the mushrooms. When the millipede bumps into a poisoned mushroom, it goes wild and plunges straight through the field of mushrooms toward you. Bonuses are given for every 15,000 points scored.

MILLIPEDE® ONSCREEN INFORMATION

Information displayed onscreen is as follows:

- Score is shown in the top right of the screen.
- Lives are shown at the left of the score.
- The highest score is shown in the top middle of the screen.

MILLIPEDE® IN-GAME CONTROLS

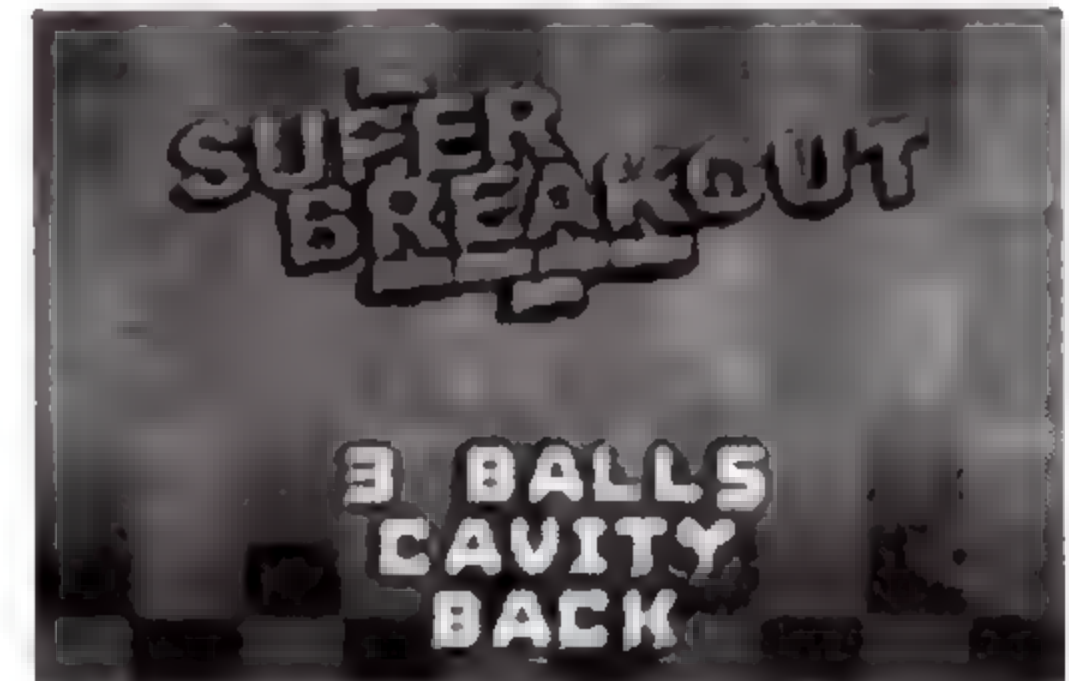
GAME CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Fire
B Button	Not Available

GAME CONTROLS	ACTIONS
L Button	Not Available
R Button	Not Available
START	Pause Game
Select	Quit Game

SUPER BREAKOUT®

SUPER BREAKOUT® OPTIONS

Before starting a game, you may configure the game type and number of balls in Super Breakout®. These are configured from the Options menu.



There are three types of game types to select from: Cavity, Double and Progressive. You may also change the number of balls per game to either 3 or 5 balls per game.

SUPER BREAKOUT® OPTIONS MENU CONTROL

The Option Menu controls are as follows:

OPTIONS MENU CONTROLS	ACTIONS
Control Pad Left	Move Up
Control Pad Right	Move Down
A Button	Change Selection

SUPER BREAKOUT®

STARTING THE GAME

Upon selection of Super Breakout® from the main menu, you are taken to the High Score screen where a CPU controlled game is taking place in the background.

Press the A Button to continue.



SUPER BREAKOUT® THE GAME

The object of Super Breakout® is to demolish rows of colored bricks by bouncing a ball off your bat. Each time you hit a brick with the ball, you score the appropriate number of points and the brick disappears. Once the ball breaks through, it rebounds between the top of the wall and the top of the screen, knocking out bricks until it breaks back through to the bottom of the wall. Failure to return the ball will result in loss of life.

SUPER BREAKOUT® GAME TYPES

- **CAVITY:** Within the rows of bricks are two trapped balls. Your objective is to destroy all the bricks, releasing the trapped balls in the process. By keeping all of the balls in play, you will score more points for each brick removed.
- **DOUBLE:** Double is played the same way as normal Super Breakout® games. The only difference is that you have two bats, one above the other, and two balls. Again, the object is to remove all the bricks.
- **PROGRESSIVE:** In the Progressive game, you are faced with rows of bricks that move down the screen towards your bat. Your objective is to keep going as long as possible, removing bricks from the oncoming walls.

SUPER BREAKOUT® ONSCREEN INFORMATION

Information displayed onscreen is as follows:

- Score is shown in the bottom right of the screen
- Lives are shown in the bottom left of the screen

SUPER BREAKOUT® IN-GAME CONTROLS

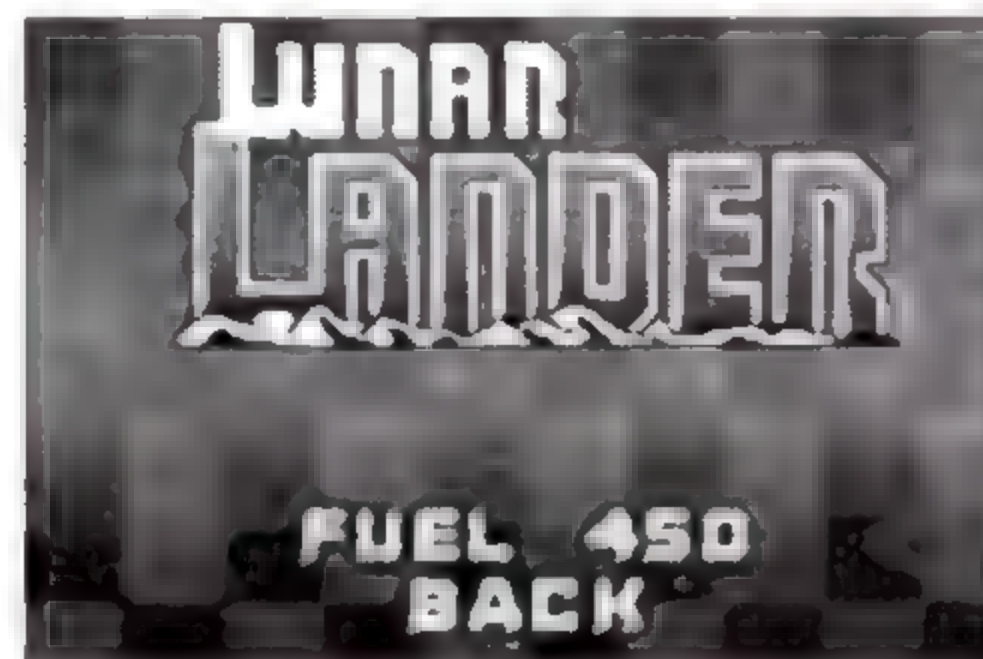
The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Move Left
Control Pad Right	Move Right
A Button	Release Ball
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Pause Game
Select	Quit Game

LUNAR LANDER®

LUNAR LANDER® OPTIONS MENU

Before starting Lunar Lander®, you may configure the game options from the Options Menu. Here you may



choose the amount of fuel that you have available at the start of the game. Fuel amounts can be set to 450 units, 600 units, 750 units, 900 units, 1100 units, 1300 units, 1550 units and 1800 units.

LUNAR LANDER® STARTING THE GAME

Upon selection of Lunar Lander® from the main menu, you are taken to the High Score screen where a CPU controlled game is taking place in the background.

Press the A Button to continue

Upon starting a game, you are presented with the Mission Select menu. This shows the different missions that you may take. Each mission has different effects on how the spaceship can be maneuvered.



LUNAR LANDER® MISSION SELECT CONTROLS

The mission select controls are as follows:

MISSION SELECT CONTROLS		ACTIONS	
Control Pad Left		Change Mission	
Control Pad Right		Change Mission	
A Button		Select Mission	

After determining the mission on Lunar Lander®, you're ready for endless hours of arcade action.

LUNAR LANDER® THE GAME

The objective of the game is to safely land the Lander on the surface of the Moon. You can land on any flat area, but some areas have multipliers below them. Landing on one of these increases the score by the amount shown. In order to land successfully, the Lander must be moving below certain speeds. If the Lander is dropping more that 15 speed units downwards or 31 speed units horizontally, a crash will occur.

Below these speeds, damage to the Lander will occur if still moving too fast and fuel units may be lost. The lower the speed in any direction, the better the landing and the more points you will be awarded for it.

If you think that you are about to crash, pressing the B button will activate the 'panic maneuver' and will try to thrust you away from danger. You can continue making attempts at landing until all of your fuel has been used up.

LUNAR LANDER® ONSCREEN INFORMATION

Information displayed onscreen is as follows:

- Score
- Altitude
- Time
- Horizontal Speed
- Fuel
- Vertical Speed



LUNAR LANDER® IN-GAME CONTROLS

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Rotate Ship Left
Control Pad Right	Rotate Ship Right
A Button	Thrust
B Button	Panic Maneuver
L Button	Increase Thrust
R Button	Decrease Thrust
START	Pause Game
Select	Quit Game

CREDITS

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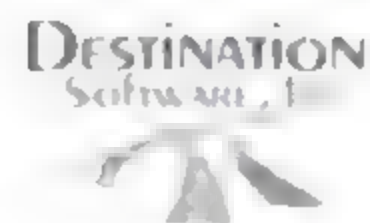
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